

JOSEPH HONG

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Objective

Seeking a co-op position that will utilize my skills in C#, C++, JavaScript or digital music. Available during Summer and Fall 2020.

Education

Rochester Institute of Technology
Rochester, NY

Expected Graduation May 2021

Game Design and Development B.S.
Music and Technology Minor

GPA

3.81/ 4.00

Awards

- RIT Presidential Scholarship
- Deans List (2017 - Present)

Skills

Programming Languages

- C#
- C++
- HTML / CSS
- Javascript

Tools

- Unity
- Unreal Engine
- Visual Studio
- Maya
- MuseScore 3
- Ableton Live 10
- Reaper

Work Experience

Teaching Assistance | TA | Aug 2019 - Dec 2019

Rochester, NY

Assisted the professor and students with the curriculum in "Introduction to Web Game Technology" class and graded assignments.

Projects

"Mispel" | Nov 2019 - Present

Rochester, NY

[Composer/ Sound Developer, Unity]

- 2D combat-based platform game designing with a team of 4 using Unity.
- Composing audio and music and integrating into Unity by using FMod.

"Phyllotaxis Sandbox" | Feb 2020

Rochester, NY

[Programmer, JavaScript]

- An interactive media experience using phyllotaxis' mathematic formula.
- Using canvas and user-created library with JavaScript.

"Spriggan Wrangler" | Oct 2019

Rochester, NY

[Level Designer, Unity]

- A 2D puzzle platform game with a team of 5 using Unity's grid system.
- Designed unique levels that indirectly teaches the player about the game.

"Blinky, the Gravity Snake" | March 2019

Rochester, NY

[Programmer, C++]

- A C++ Project with an external physics engine and windowing system.
- Wrote a story with 8 endings to make the project more engaging.

"Binding of Isaac 3D" | Dec 2018

Rochester, NY

[3D Animator, Unreal]

- An Unreal Engine project with 3D models and animations designed with a team of 3.
- Created the 3D assets and animation in Maya.

Leadership

RIT Game Symphony Orchestra | Jan 2018 - Present

Rochester, NY

[Librarian]

- Responsible for transcribing and arranging video game music that is well-suited to the players' performing standards
- Manages the Small Ensemble Committee group that focuses on assisting others with arrangements and selecting compositions for the semi-annual concert.

MAGES Pannel | Jan 2019 - Jan 2020

National Harbor, MD

[Panelist]

- Held panels at the Music And Gaming Festival (MAGfest) with a team of four analyzing the evolution of the Legend of Zelda's main theme and researching what makes video game music memorable.